

APPENDIX A

```

{
  If Audio Message recieved in Input Buffer
  Then {
    5      Decode Audio message into digital form;
          // Check if message is valid message
          If error in decode then Break;
          // Check if this is a message that has been
10      processed
          If Message_Id in Old_Message_Buffer then Break;
          Store Message_Id into Old_Message_Buffer;
          Retransmit Message;
          // Converts digital form into audio form and
15      transmits
          If no device specific functions for this
          Message_Id then Break;
          For all device level functions for this
          Message_Id
          Perform device level function
          For all messages associated with function
20      {
          Transmit message
          Add message id to Old_Message_Buffer
          }
25      }
    }
  }

```